

GREAT ADVENTURES MAGIC CASTLE™

Model Number 77198



Please save these instructions for future reference.

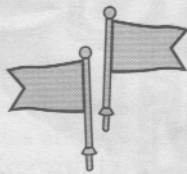
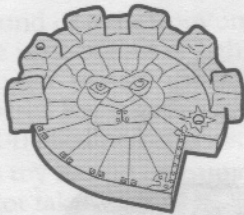
- Tool needed for assembly: Phillips screwdriver (not included).
- This product requires three, size "C" (LR14) alkaline batteries (not included).

Fisher-Price®

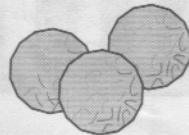
Parts

Parts not shown: 5 figures, label sheet.

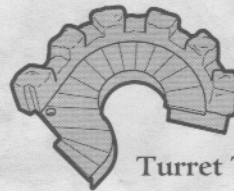
Small Turret Top



2 Flags

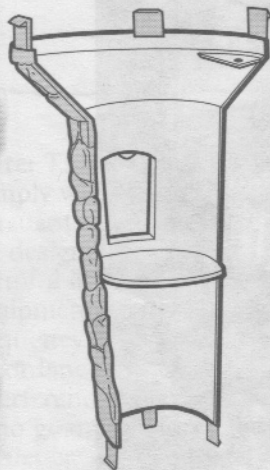


3 Cannon Balls



Turret Top

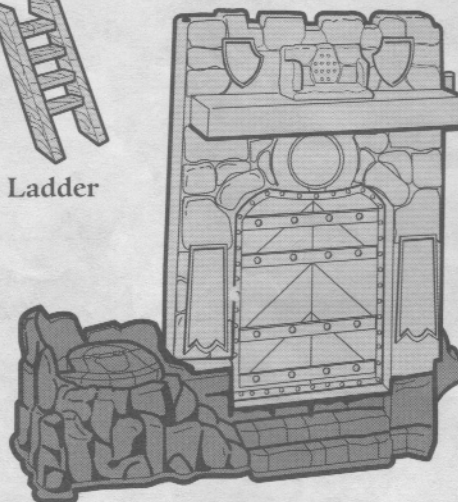
Large Turret Top



Small Turret

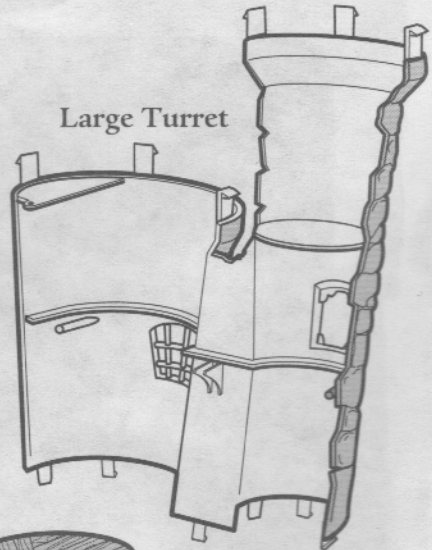


Ladder

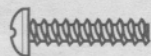


Drawbridge Base

Large Turret



2nd Floor

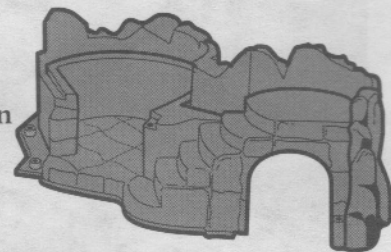


#6 x $\frac{5}{8}$ " Screw - 8
SHOWN ACTUAL SIZE

⚠ CAUTION

This package contains small parts.
Adult assembly is required.

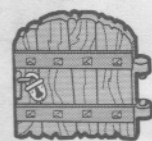
Dungeon Base



Cannon



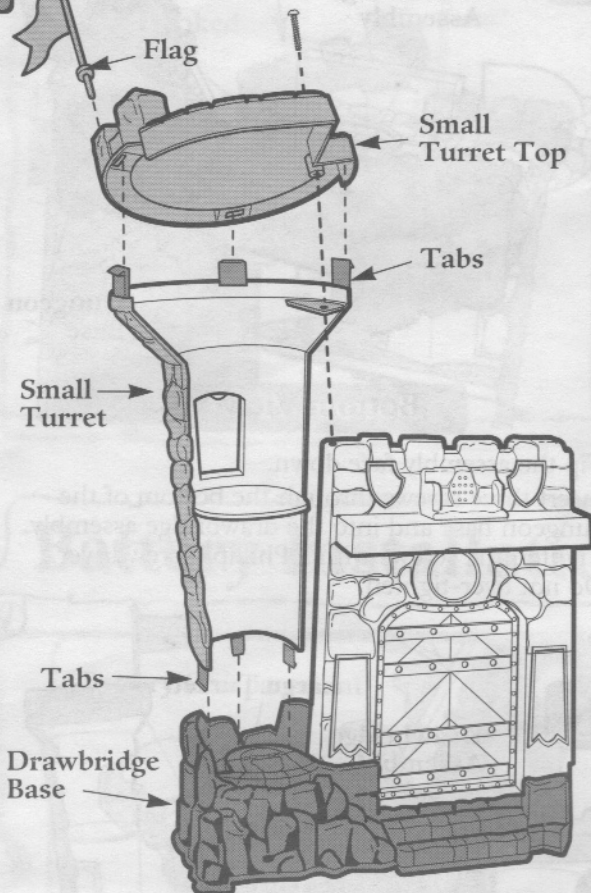
Bars



Door

Assembly

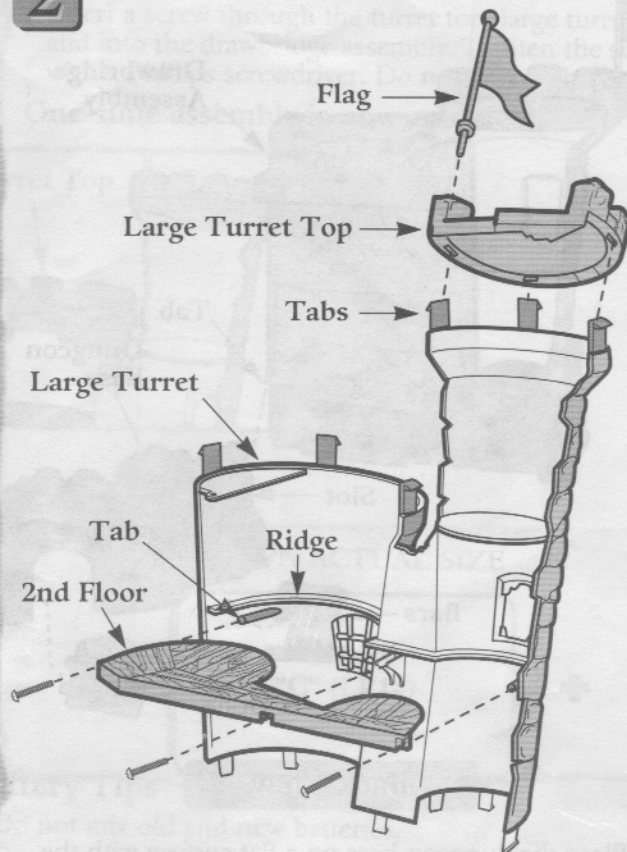
1



Back View

- Position the drawbridge base on a flat surface so that the back faces you.
- Position the small turret so that the back faces you. Insert and snap the small turret tabs into the drawbridge base slots.
- Position the small turret top so that the decorated side is upright. Fit and snap the small turret top slots onto the small turret tabs.
- Insert a screw through the small turret top, small turret and into the drawbridge. Tighten the screw with a Phillips screwdriver. Do not over-tighten.
- Insert a flag into the hole in the small turret top.

2

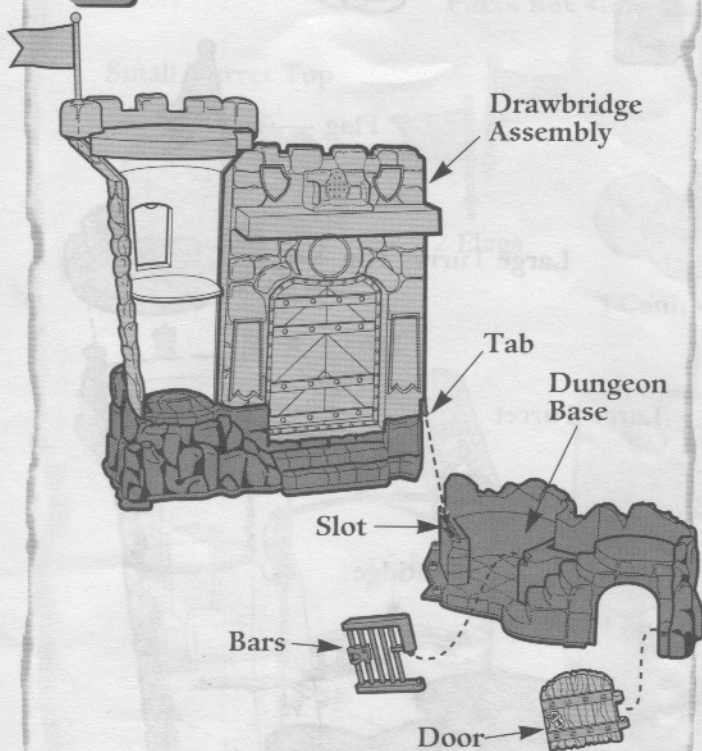


Back View

- Position the 2nd floor so that the decorated side is upright. Insert the 2nd floor between the ridge and three tabs on the inside of the large turret.
- Insert three screws through the 2nd floor and into the large turret. Tighten the screws with a Phillips screwdriver. Do not over-tighten.
- Position the large turret top so that the decorated side is upright. Fit and snap the large turret top slots onto the large turret tabs.
- Insert a flag into the hole in the large turret top.

Assembly

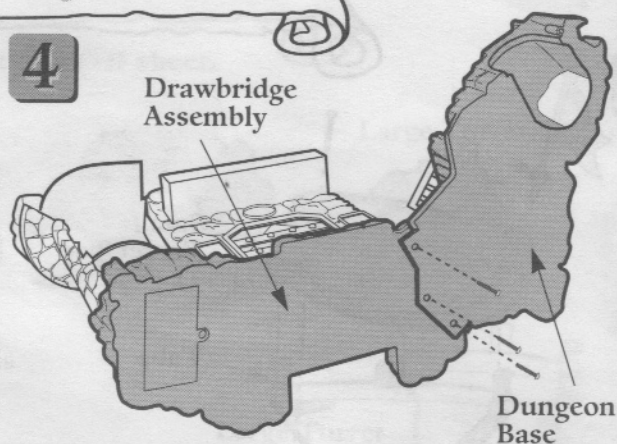
3



Back View

- Place the dungeon base on a flat surface with the back facing you.
- At an angle, insert one of the pegs on the bars into one of the holes in the dungeon base, as shown. Insert and snap the other peg on the bars into the other hole in the dungeon base.
- Insert the tab on the drawbridge assembly into the slot in the dungeon base.
- At an angle insert one of the pegs on the door into one of the holes in the dungeon base, as shown. Insert and snap the other peg on the door into the other hole in the dungeon base.

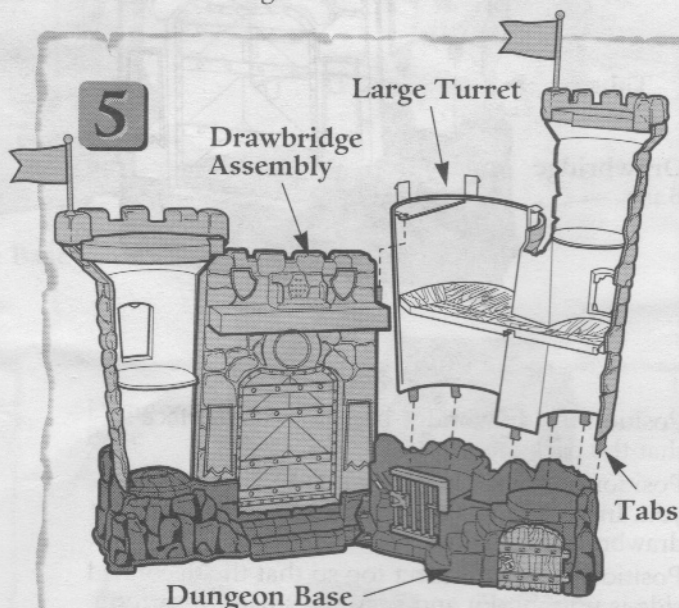
4



Bottom View

- Tip the assembly face down.
- Insert three screws through the bottom of the dungeon base and into the drawbridge assembly. Tighten the screws with a Phillips screwdriver. Do not over-tighten.

5

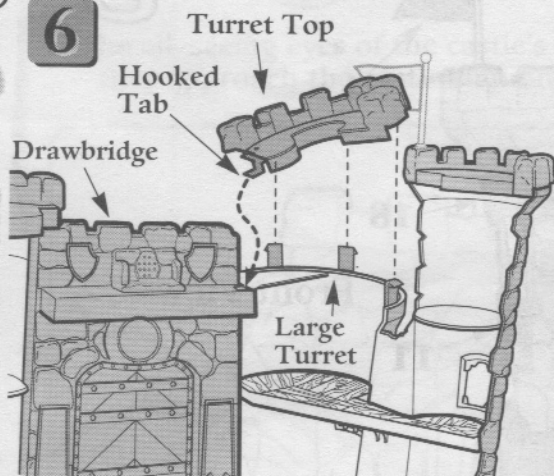


Back View

- Turn the assembly upright.
- Position the large turret so that the back faces you. Insert and snap the large turret tabs into the dungeon base slots.

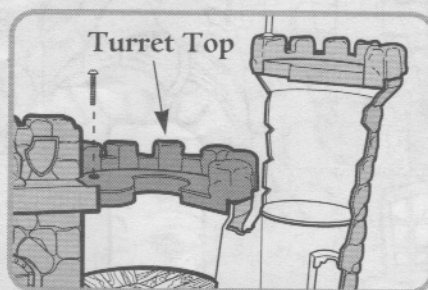
Assembly

6



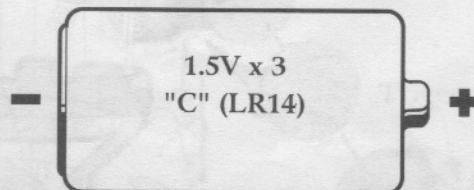
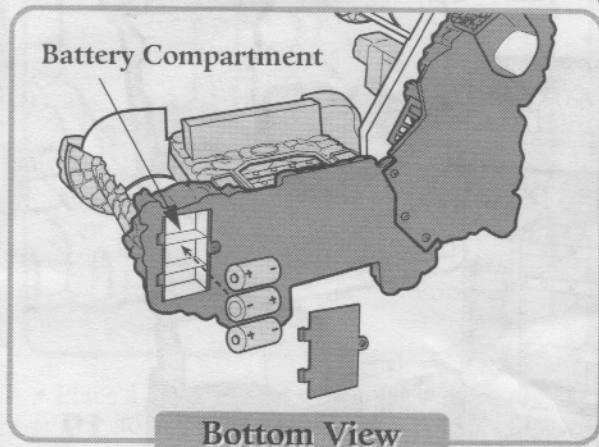
- Position the turret top so that the decorated side is upright. At an angle, insert the turret top hooked tab into the slot in the side of the drawbridge.
- Fit and snap the turret top slots to the large turret tabs, as shown.
- Insert a screw through the turret top, large turret and into the drawbridge assembly. Tighten the screw with a Phillips screwdriver. Do not over-tighten.

One-time assembly is now complete.



Battery Installation

SHOWN ACTUAL SIZE



Battery Tips

- Do not mix old and new batteries.
 - Do not mix different types of batteries: alkaline, standard (carbon-zinc) or rechargeable (nickel-cadmium).
 - Remove the batteries during long periods of non-use. Always remove exhausted batteries from the toy. Battery leakage and corrosion can damage the toy. Dispose of batteries safely.
 - Never short circuit the battery terminals.
 - Non-rechargeable batteries are not to be recharged.
 - Only batteries of the same or equivalent type as recommended in the "Battery Installation" instructions are to be used.
 - If removable rechargeable batteries are used, they are only to be charged under adult supervision.
 - Rechargeable batteries are to be removed from the toy before they are charged.
 - If you use a battery charger, it should be examined regularly for damage to the cord, plug, enclosure and other parts. Do not use a damaged battery charger until it has been properly repaired.
- Tip the castle face down.
 - Loosen the screw in the battery compartment door with a Phillips screwdriver.
 - Lift to open the battery compartment door.
 - Insert three, size "C" (LR14) alkaline batteries as indicated inside the battery compartment.
 - Replace the battery compartment door and tighten the screw with a Phillips screwdriver. Do not over-tighten.

Label Decoration



Back View



Proper label application will help to keep the labels looking their best.

- Wash your hands before applying the labels.
- Make sure the areas where the labels will be applied are clean and dry. Wipe this product with a clean, soft, dry cloth to remove any dust or oils.
- For best results, do not attempt to apply a label more than once.
- Apply the labels as shown in the illustrations above.

Who Goes There?

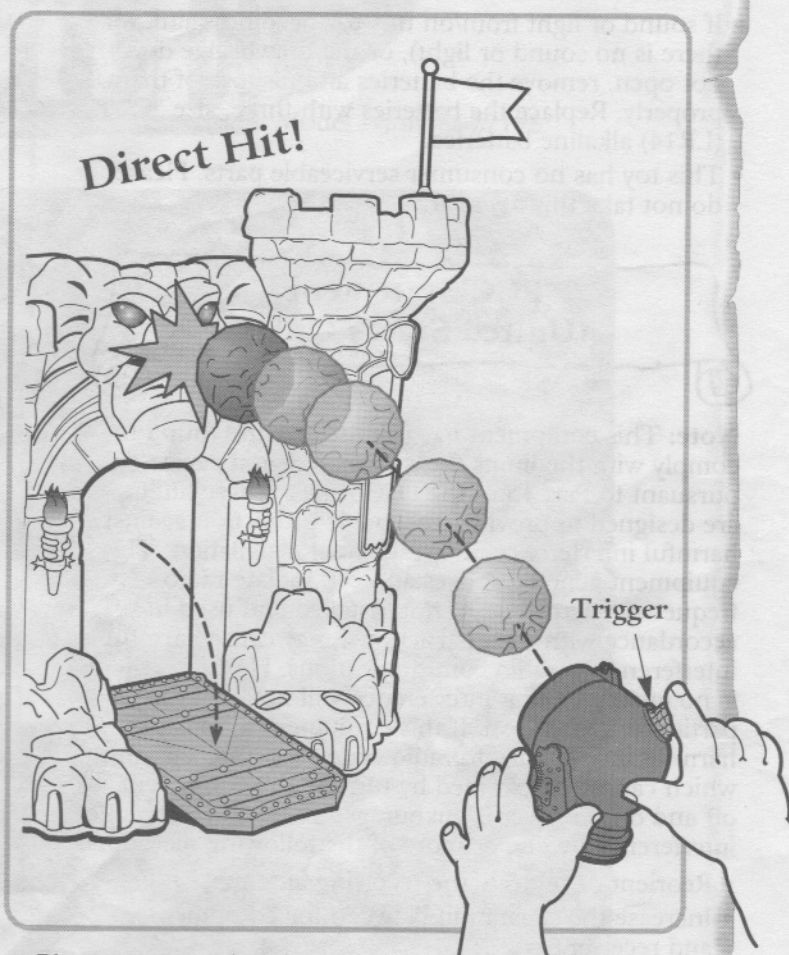
The all-seeing eyes of the castle's lion face recognize the knights of the realm as they approach the castle... and Magic Castle™ responds with sound and light!



- Place a good knight on the footpad. The lion's green eyes light up and the drawbridge opens.

⚠ CAUTION

- Only use the projectiles (cannonballs) supplied with the toy.
- Do not fire at people or animals.



- Place an enemy knight on the footpad and the lion flashes fiery red eyes.
- Enemy knights can still open the drawbridge with a direct cannonball hit to the lion's face.

Hint: The drawbridge will *not* open each time there is a direct hit. The drawbridge will open at random.

- Note the position of the spring inside the cannon.
- Load the cannon with a cannonball. Press the cannonball in until the spring cocks.
- Press the trigger to fire the cannon.

Care

- To clean, wipe the surface of this toy with a damp cloth. Do not immerse this toy.
- If sound or light from/on this toy becomes faint, (or there is no sound or light), or the drawbridge does not open, remove the batteries and dispose of them properly. Replace the batteries with three, size "C" (LR14) alkaline batteries.
- This toy has no consumer serviceable parts. Please do not take this toy apart.

FCC Statement (United States Only)

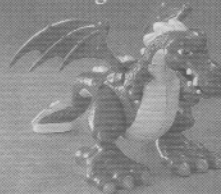
Note: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Consult the dealer or an experienced radio/TV technician for help.

...and there's more!

Magic Castle™ Villain and Figure Pack Assortment

72926 Dragon



72927 Cyclops



72947
Sorcerers

72899 Coach



72946
Haunted
Castle



Questions ? We'd like to hear from you!

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